

Amendments to the Claims

Please amend the claims as follows:

1. (Currently Amended) A sensing ball game apparatus for playing a ball game by displaying at least a ball character on a screen of a television monitor, comprising:

an input device to be moved in a three-dimensional space by a game player;

~~signal output means~~ a piezoelectric buzzer incorporated in said input device to ~~output~~ which outputs an acceleration correlated signal according to an acceleration upon moving said input device in the three-dimensional space, said acceleration correlation signal having variations in magnitude levels that corresponds to the acceleration of said input device;

enabling means for enabling ~~said signal output means to~~ an output of the acceleration correlated signal when a magnitude level of the acceleration correlated signal is equal to or larger than a predetermined level; and

a game processor for receiving the acceleration correlated signal and causing a ~~change~~ movement in the ball character being displayed on the screen with a moving speed based on the magnitude level of the acceleration correlated signal.

2. (Previously Presented) The sensing ball game apparatus according to claim 1, wherein said game processor determines a moving speed of said input device on the basis of the acceleration correlated signal, and a parameter for the change in the ball character on the basis of at least the moving speed.

3. (Previously Presented) The sensing ball game apparatus according to claim 1 or 2, further comprising: acceleration correlated signal transmitting means for transmitting the acceleration correlated signal in a wireless manner, wherein

the enabling means enables said acceleration correlated signal transmitting means to transmit the acceleration correlated signal when a level of the acceleration correlated signal is equal to or larger than a predetermined level.

4. (Previously Presented) The sensing ball game apparatus according to claim 9, further comprising an information storage medium;

said game processor including at least operation processing means, image processing means, sound processing means and a memory;

said operation processing means executing a program code stored in an information storage medium and calculating at least a position, moving direction and speed of the ball character on the basis of an acceleration correlated signal outputted from said signal output means;

said image processing means generates image information including the ball character by use of image data stored in said information storage medium under control of said operation processing means;

said sound processing means reproducing sound by use of sound data stored in said information storage medium under control of said operation processing means;

said memory being used for at least said operation processing means to hold a process and result of an operation.

5. (Previously Presented) The sensing ball game apparatus according to claim 4, wherein said information storage medium includes a non-volatile semiconductor memory.

6. (Previously Presented) The sensing ball game apparatus according to claim 1, wherein

said ball game is a baseball game,

said input device including a bat input device,

said game processor causing a change in the ball character according to the acceleration correlated signal from said bat input device.

7. (Previously Presented) The sensing ball game apparatus according to claim 1, wherein

said ball game is a baseball game,

said input device including a bat input device and a ball input device,

said game processor causing a change in the ball character according to the acceleration correlated signal from said bat input device and the acceleration correlated signal from said ball input device.

8. (Previously Presented) The sensing ball game apparatus according to claim 1, wherein

the ball game is a table-tennis game,

said input device including a racket input device,

said game processor causing a change in the ball character according to the acceleration correlated signal from said racket input device.

9. (Previously Presented) The sensing ball game apparatus according to claim 3, wherein said acceleration correlated signal transmitting means includes an infrared-ray emission element and a light receiving element which receives the infrared-ray from said infrared-ray emission element.

10. (Previously Presented) The sensing ball game apparatus according to claim 3, wherein said game processor evaluating a peak value of a moving speed of said input device based upon the acceleration correlated signal, and then evaluating a parameter for the change of said ball character on the basis of at least the peak value of the moving speed of said input device.

11. (Previously Presented) A sensing ball game apparatus according to claim 1, wherein said signal output means includes at least one pair of acceleration sensors which are provided so as to sandwich an origin, and evaluates a moving speed of said input device in accordance with a sum of detection values of said pair of acceleration sensors and a rotating speed of said input device in accordance with a difference of said detection values of said pair of acceleration sensors.